MULTIMEDIA UNIVERSITY®

STUDENT ID NO

MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2017/2018

MVR 2023 – EXPERIENTIAL STUDIES

(All sections / Groups)

11 OCTOBER 2017
9.00 AM – 11.00 AM
(2 Hours)

INSTRUCTIONS TO THE STUDENTS

1. This question paper consists of 4 pages including cover page.

2. Answer only **4 (FOUR)** out of 6 questions. Total marks is 40 (FORTY) marks. The distribution of the marks for each question is given accordingly at the end of each question.

3. Please write all your answers clearly in the answer booklet provided.

Answer any 4 (FOUR) questions ONLY.
Total mark is 40

Question 1

Theory of experiential learning is proposed by Kolb in 1984. Based on Figure 1 below answer the following questions:

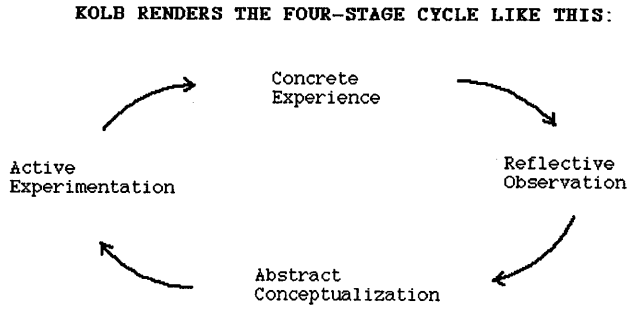

Figure 1

a) Explain the process of experiential learning?

[6 marks]

b) Describe how experiential learning can be applied in real life?

[4 marks]

Question 2

Explain the types of sound and how they can define sense of place.

[10 marks]

Continued ...

Question 3

By playing games, users learns new things. Describe the experience you get from any games you play. What kind of experience you get? Relate it to the process of 'learning to be".

[10 marks]

Question 4

One of the experiential design elements (EED) is emotion.

a) Explain ten (10) factors that represent emotion.

[5 marks]

b) Based on the factors you mentioned above, describe the factors of emotion that are portrayed through Figure 2 and relate it to content and context.

Figure 2

[5 marks]

Continued ...

Question 5

Based on your trip to PPAS Library, discuss your experience and relate it to the elements of space, form, technology and immersion. Also discuss on how this trip makes your library experience unique. You can also support your answer with a sketch or a diagram.

[10 marks]

Question 6

Based on the journal titled "Locating immersive experience in experiential learning" by Boud and Walker (1990), it mentions the six features of experience-based learning and give an example on how you can practise the criteria in order to achieve the experience-based learning in real life.

[10 marks]

End of Page.